

Robust concurrency

Implementing basic concurrency patterns.

[GOLAB 2019](#), 2019–10–22, 14:30-16:00, Florence

[Martin Czygan](#)

About me

SWE [@ubleipzig](#).



- Leipzig University Library is involved in a variety of open source projects in the library domain: catalogs, repositories, digitization and image interoperability frameworks (IIIF), data acquisition, processing and indexing tools
- Go for tools and services
- Co-organizer of [Leipzig Gophers](#)

Background

Moderate use of classical concurrency tools, like threads (in Java) or multiprocessing. Use case: implementing data and legacy system access tools. Code is slow (for many reasons). Investigating parallelization approaches. Discover ZeroMQ, which looks like an embeddable networking library but acts like a concurrency framework.

Patterns, resulted in faster tools. Discovered sequential, than concurrent Go. Better resource utilization. Small parallel tools.

Goal

Get more familiar with a few primitives and patterns.

- Slides
- Example code
- A few exercises
- Pop quizzes with questions related to a [paper](#)

Paper: Understanding Real-World Concurrency Bugs in Go

- Looked at Docker, k8s, etc, CockroachDB, gRPC-Go, BoltDB

We made nine high-level key observations of Go concurrency bug causes, fixes, and detection.

Axes:

- Classic vs CSP style primitives
- Blocking vs Nonblocking bugs

If not noted otherwise, "Paper" will refer to this paper.

Three little projects

- A generic parallel line processing function.
- Fan-out indexing with solrbulk and esbulk.
- Hedged request with networked version of the fortune command.

Concurrency is hard

It's so hard, you may want to avoid it completely.

- Example: x/hard

Advice from <https://golang.org/ref/mem>

Don't be clever.

Example: x/hard

Question: What do you think can happen?

Example: x/hard

- nothing is printed
- value = 0
- value = 1

Example: x/hard

Most of the time, **data races are introduced because the developers are thinking about the problem sequentially**. They assume that because a line of code

falls before another that it will run first. They assume the goroutine above will be scheduled and execute before the data variable is read in the if statement. (CIG)

Go memory model

Many compilers (at compile time) and CPU processors (at run time) often make some optimizations by **adjusting the instruction orders**, so that the instruction execution orders **may differ from the orders presented in code**. **Instruction ordering** is also often called **memory ordering** (GO101)

Go memory model

Happens-before.

Within a single goroutine, reads and writes must behave as if they executed in the order specified by the program. That is, compilers and processors may reorder the reads and writes executed within a single goroutine only when the reordering does not change the behavior within that goroutine as defined by the language specification.

Within a single goroutine, the happens-before order is the order expressed by the program.

Go memory model

Within a single goroutine, there is no concurrency, so the two definitions are equivalent: a read r observes the value written by the most recent write w to v . When multiple goroutines access a shared variable v , they **must use synchronization events to establish happens-before conditions that ensure reads observe the desired writes.**

Example: x/hardsleep

```
// Note: Extensive testing found 5μs to be the ideal time to have chance to  
// observe different results on subsequent runs. Works on my machine.  
time.Sleep(5 * time.Microsecond)
```

Example: x/hardsleep

The takeaway here is that you should always target logical correctness. Introducing sleeps into your code can be a handy way to debug concurrent programs, but they are not a solution. (KCB)

Pop quiz

The paper looks at goroutine creation sites (go keyword). Named and anonymous functions can be used.

Question: What is more frequent?

- A: named functions
- B: anonymous functions
- C: depends on the project

Pop quiz

Question: What is more frequent?

- B: anonymous functions
- C: depends on the project

Only BoltDB is different, otherwise anonymous functions seem to be more popular.

Go concurrency primitives

Go support classic and CSP style. Which one do you choose? (KCB)

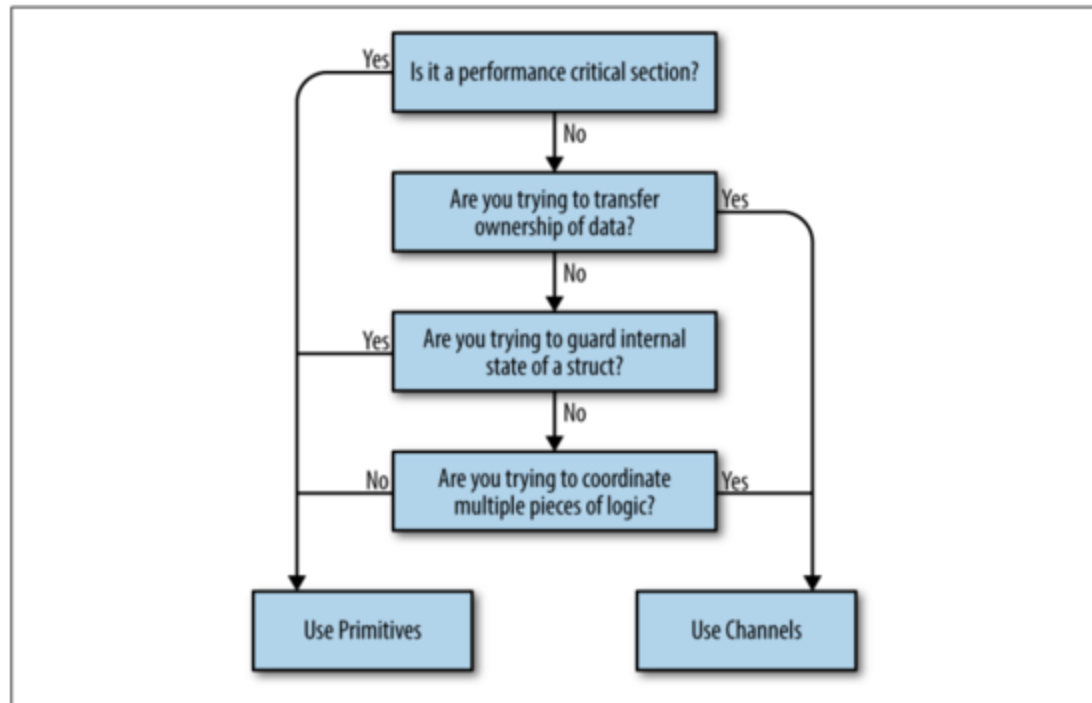


Figure 2-1. Decision tree

